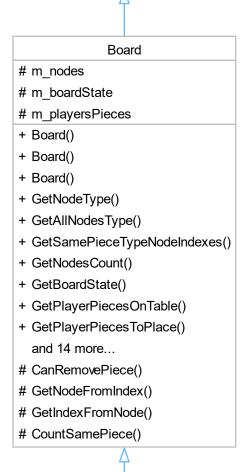
IBoardComputer IBoardLoader + GetAllNodes() + GetPossiblePlaces() + LoadBoard() + GetPossibleMovesFromNode() + LoadFromConfig() + GetPossibleMoves() + SaveBoard() + GetPossibleRemoves() + CanBeFullLine() + IsFullLine() **IBoard** + GetNodeType() + GetAllNodesType() + GetNodesCount()

+ GetNodesType() + GetNodesCount() + GetSamePieceTypeNodeIndexes() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() + AddPiece() + MovePiece() + RemovePiece() and 8 more...



+ NormalBoard() + NormalBoard() + NormalBoard() + GetBoardType() + LoadFromConfig() + LoadBoard() + SaveBoard() + CanBeFullLine() + IsFullLine()

+ ~NormalBoard()

NormalBoard